



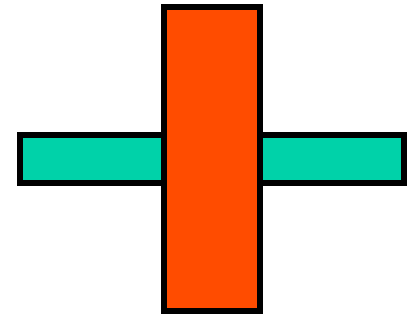
**Lecture 6:
Inside the processor**

Real processors

- multiple accumulators (called "registers")
- many more instructions, though basically the same kinds
 - **arithmetic** of various kinds and sizes (e.g., 8, 16, 32, 64-bit integers):
add, subtract, etc., usually operating on registers
 - **move data** of various kinds and sizes
load a register from value stored in memory
store register value into memory
 - **comparison, branching**: select next instruction based on results of computation
changes the normal sequential flow of instructions
normally CPU just steps through instructions in successive memory locations
 - **control** rest of computer
- typical CPU repertoire: dozens to a few hundreds of instructions
- instructions and data usually occupy multiple memory locations
 - typically 2 - 8 bytes
- modern processors have multiple "cores" that are all CPUs on the same chip

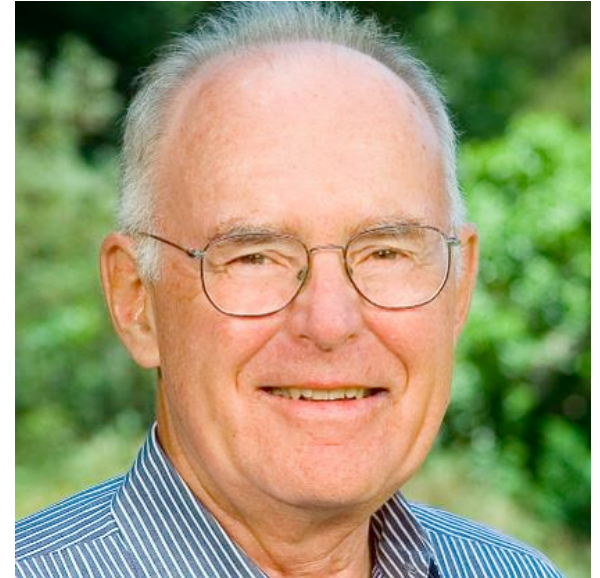
Fabrication: making chips

- grow layers of conducting and insulating materials on a thin wafer of very pure silicon
- each layer has intricate pattern of connections
 - created by complex sequence of chemical and photographic processes
- dice wafer into individual chips, put into packages
 - yield is less than 100%, especially in early stages
- how does this make a computer?
 - when conductor on one layer crosses one on lower layer, voltage on upper layer controls current on lower layer
 - this creates a transistor that acts as off-on switch that can control what happens at another transistor
- wire widths keep getting smaller: more components in given area
 - today ~ 0.01 micron = 10 nanometers
 - 1 micron == 1/1000 of a millimeter (human hair is about 100 microns)
 - eventually this will stop

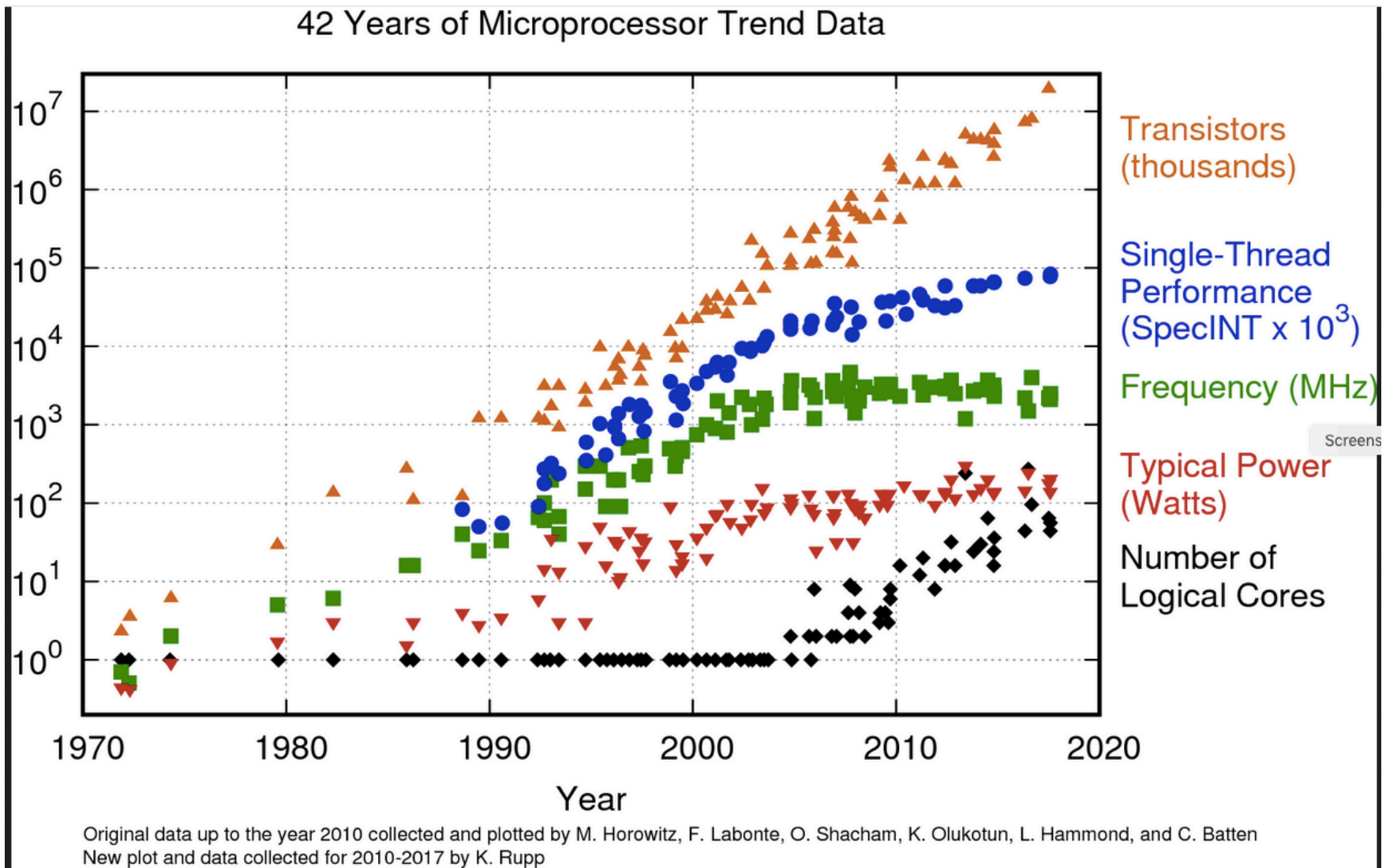


Moore's Law (1965, Gordon Moore, founder & former CEO of Intel)

- **number of transistors on a chip doubles about every 18 months**
 - and has done so since ~1961
- **consequences**
 - cheaper, faster, smaller, less power use per unit
 - ubiquitous computers and computing
- **limits to growth**
 - fabrication plants now cost \$2-4B; most are outside US
 - line widths are nearing fundamental limits
 - complexity is increasing
 - processors don't run faster
 - speed of light limitations across chip area
- **maybe some other technology will come along**
 - atomic level; quantum computing
 - optical
 - biological: DNA computing



Transistor counts and Moore's Law



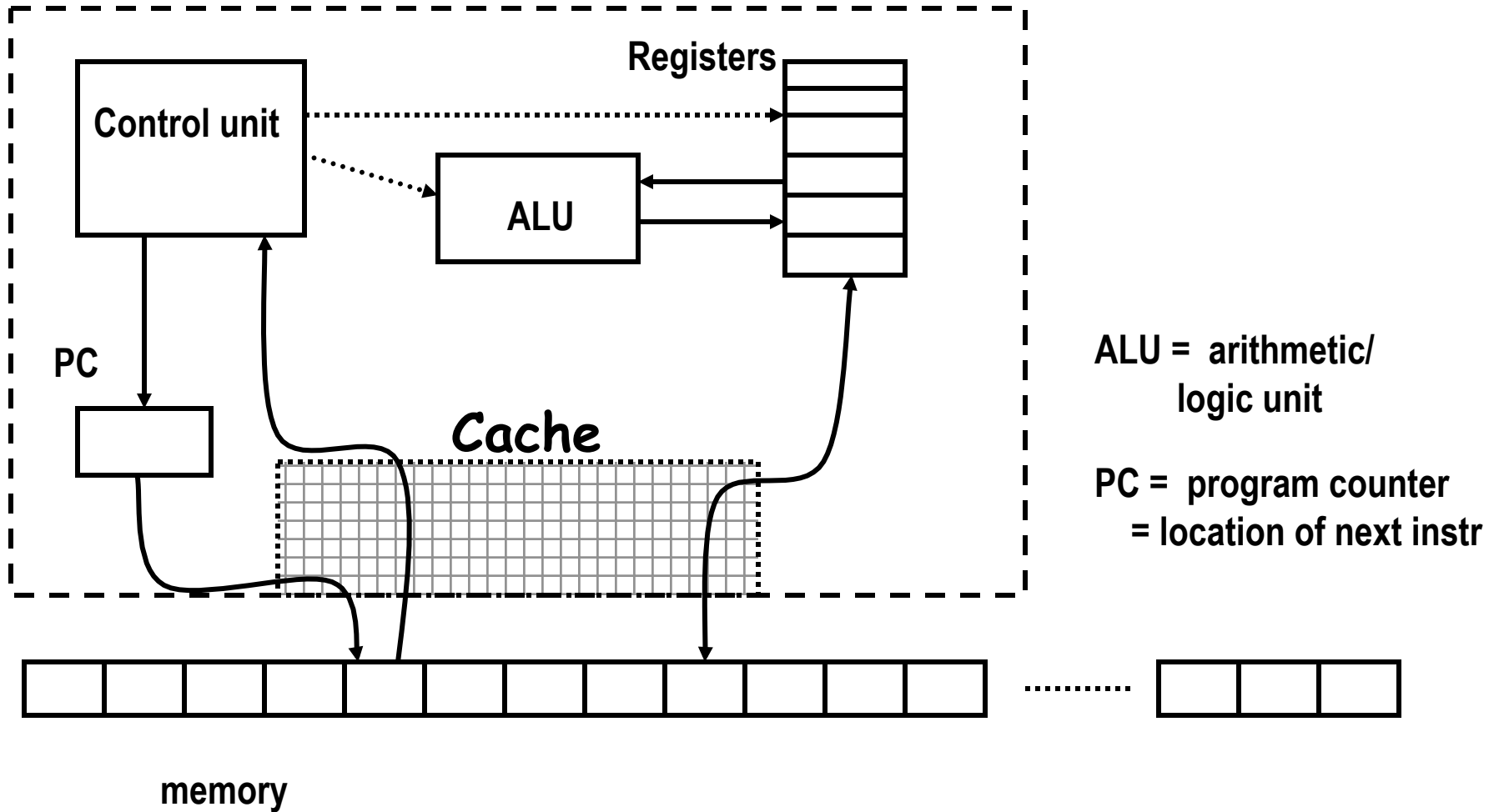
Computer architecture

- **what instructions does the CPU provide?**
 - CPU design involves complicated tradeoffs among functionality, speed, complexity, programmability, power consumption, ...
 - Intel and ARM are unrelated, totally incompatible
 - Intel: lot more instructions, many of which do complex operations
e.g., add two memory locations and store result in a third
 - ARM: fewer instructions that do simpler things, but faster
e.g., load, add, store to achieve same result
- **how is the CPU connected to the RAM and rest of machine?**
 - memory is the real bottleneck; RAM is slow (25-50 nsec to fetch)
modern computers use a hierarchy of memories (caches) so that frequently used information is accessible to CPU without going to memory
- **what tricks do designers play to make it go faster?**
 - overlap fetch, decode, and execute so several instructions are in various stages of completion (pipeline)
 - do several instructions in parallel
 - do instructions out of order to avoid waiting
 - multiple "cores" (CPUs) in one package to compute in parallel
- **speed comparisons are hard, not very meaningful**

Caching: making things seem faster than they are

- **cache: a small very fast memory for recently-used information**
 - loads a block of info around the requested info
- **CPU looks in the cache first, before looking in main memory**
 - separate caches for instructions and data
- **CPU chip usually includes multiple levels of cache**
 - faster caches are smaller
- **caching works because recently-used info is likely to be used again soon**
 - therefore more likely to be in the cache already
- **cache usually loads nearby information at the same time**
 - nearby information is more likely to be used soon
 - therefore more likely to be in the cache when needed
- **this kind of caching is invisible to users**
 - except that machine runs faster than it would without caching

CPU block diagram (non-artist's conception)



Caching is a much more general idea

- things work more efficiently if what we need is close
- if we use something now
 - we will likely use it again soon (time locality)
 - or we will likely use something nearby soon (space locality)
- **other caches in computers:**
 - CPU registers
 - cache(s) in CPU
 - RAM as a cache for disk or network or ...
 - disk as a cache for network
 - network caches as a cache for faraway networks
 - caches at servers
- some are automatic (in hardware), some are controlled by software, some you have some control over

Other kinds of computers

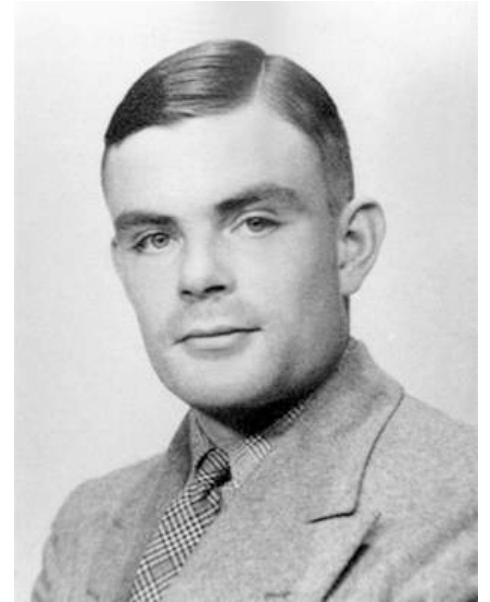
- not all computers are Macs or PCs
- **"supercomputers"**
 - usually large number of fairly standard processors
 - extra instructions for well-structured data
- **"distributed" computing**
 - sharing computers and computation by network
 - e.g., web servers
- **embedded computers**
 - phones, games, music players, ...
 - cars, planes, weapons, ...
- **GPU (graphics processing unit)**
 - specialized processor for 3-d graphics, other streaming computations
- each represents some set of tradeoffs among cost, computing power, size, speed, reliability, ...

Turing machines

- in 1936, Turing showed that a simple model of a computer is universal
 - now called a Turing machine
- all computers have the same computational power
 - i.e., they can compute the same things
 - though they may vary enormously in speed, memory, etc.
- equivalence proven / demonstrated by simulation
 - any machine can simulate any other
 - a "universal Turing machine" can simulate any other Turing machine

<https://www.youtube.com/watch?v=E3keLeMwfHY>

- see also
 - Turing Test
 - Turing Award
 - Enigma



Alan Turing *38
1912-1954

Fundamental ideas

- **programmable, general-purpose computers**
 - simple instructions for arithmetic, moving data, comparison of values
 - select next instruction based on results
 - controls its own operation according to computed results
- **von Neumann architecture**
 - change what it does by putting new instructions in memory
 - instructions & data stored in same memory, indistinguishable except by context
attributed to von Neumann, 1946 (and Charles Babbage, Analytical Engine, 1830's)
 - logical structure largely unchanged for 60+ years, evolving now
 - physical structures changing very rapidly
- **Turing machines**
 - all computers have exactly the same logical power:
they can compute exactly the same things; differ only in performance
 - one computer can simulate another computer;
a program can simulate a computer
- **everything is ultimately represented in bits** (binary numbers)
 - groups of bits represent larger entities: numbers of various sizes, letters in various character sets, instructions, memory addresses
 - interpretation of bits depends on context
one person's instructions are another person's data